

Franklin®



OPD-540

User's Guide
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Introduction

Congratulations on your purchase of the OPD-540. You can now use your dictionary as a bookmark! Clip the unit onto the cover of your book and use the ribbon to mark a page. With this dictionary, you can find thousands of entries, correct misspellings, save words to ***My Word List***, sharpen your spelling, increase your vocabulary, and play fun, educational word games. You can also set local and world times using the clocks or store names and numbers using the databank.

Key Guide

Main Keys



When the unit is off, turns the unit on. When the unit is on, goes to the dictionary or, when held, turns the unit off.



Toggles between the Home and World Time/Date.



Goes to the Games menu.



Toggles between the calculator and Conversions menu.



Goes to the Databank menu.

Function Keys

CLEAR

In the dictionary, goes to the Entry screen. In the calculator, clears all entries. In the converter and databank, goes to its main menu.

?*

Goes to the Confusables® list. At the Entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

LIST

Goes to the User List.

MENU

Goes to the menus.

BACK

Backs up, erases a letter, or turns off the highlight at an entry.

CAP

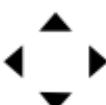
Shifts to type capital letters and punctuation marks.

ENTER

Enters a word, selects an item, or begins a highlight in an entry.

HELP

Displays a help message.



Direction Keys

Move in the indicated direction.

NEXT

Goes to the next entry.

PREV

Goes to the previous entry.

SPACE

At menus and dictionary entries, pages down.
At the Entry screen, types a space.

Key Combinations*

CAP

+ At a dictionary entry, goes to the top or bottom of an entry. At menus, goes to the top or bottom of a list.

CAP?*

+ At the Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint or shuffles the letters.

*Hold down the first key while pressing the second.

Calculator Keys

Q–P Types numbers.

A(1/x) Calculates a reciprocal.

S(\sqrt{x}) Calculates a square root.

D(x^2) Squares a number.

F(%) Calculates a percentage.

G(.) Inserts a decimal point.

H(+), J(-) Adds, subtracts, multiplies or divides
K(x), L(\div) numbers.

- Z(+/-) Changes the number on the screen to a negative or positive number.
- X(M+) Adds the number on the screen to the number stored in the memory.
- C(M-) Subtracts the number on the screen from the number stored in the memory.
- V(MR) Recalls the number stored in the memory.
- B(MC) Clears the memory.

► About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your OPD-540 is malfunctioning.

► Help is Always at Hand

You can view a help message at any screen by pressing HELP. Use the direction keys to read the message. To exit help, press BACK. To read a tutorial describing how to use the product, select *Tutorial* from the About menu.

► Follow the Arrows

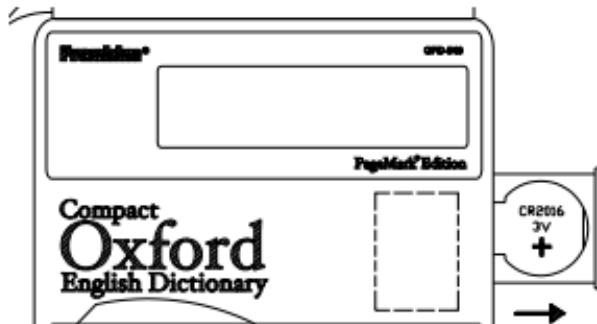
The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

Replacing the Battery

Your OPD-540 uses 1 CR-2016, 3-volt lithium battery. To install or replace the battery, follow these steps:

1. Slide the battery compartment out from the OPD-540.

The battery compartment is located on the right side of the OPD-540, below the LCD.



2. Remove the old battery, if necessary, and insert the new one with the positive (+) side facing up.
3. Replace the battery cover.

Warning! If the battery wears out completely, or if you take more than a few seconds while changing the battery, any user-entered information will be erased. You should always keep written copies of your important information.

Setting the Clock

The clock lets you set a Home Time and view local times around the world. You must set the Home time before viewing World Times as World Times are based on Home Time.

► Setting Home Time



1. Press .

You see the Home Time mode.

Home City: LON
01-01-2004
12:00:31pm

2. Press S to enter the setting mode.
3. Press ENTER to select *Set Time Format*.
Press ▼ or ▲ to cycle through the 12- and 24-hour *Day/Month/Year* formats. Press ENTER to save your selection.
4. Press ▼ to highlight *Set DST* and press ENTER to select it.
Press ▼ or ▲ to cycle between *DST On* or *DST Off*. Press ENTER to select your choice.
5. Press ▼ to highlight *Set Time* and press ENTER to select it.
Press ▼ or ▲ until the current hour is displayed.
Press ► to move to minutes, then press ▼ or ▲ until the current minute is displayed.

Press ENTER to set the time.

6. Press ▼ to highlight *Set Date* and press ENTER to select it.

Use ► or ◀ to move to the next or previous field.

Use ▼ or ▲ to scroll to the current day/month/year. Press ENTER to set it.

7. Press ▼ to highlight *Set Home City* and press ENTER to select it.

Press ▼ or ▲ until your local city is displayed.
Press ENTER to select it.



8. Press  to exit setting mode.

► Setting World Time



1. Press  until you see World City.

Press S to enter Setting Mode.

2. Press ENTER to select *Set DST*.

Press ▼ or ▲ to cycle between *DST On* or *DST Off*. Press ENTER to select your choice.

3. Press ▼ to highlight *Set World City* and press ENTER to select it.

Press ▼ or ▲ until the city you want is displayed. Press ENTER to select it.



4. Press  to exit Setting Mode and see the World City time.

Changing the Settings

When using this dictionary, you can adjust the screen contrast, the shutoff time, and the type size. The shutoff time is how long your OPD-540 stays on if you forget to turn it off.

1. Press MENU.
2. Press ▼ or ▲ to highlight *Contrast*, *Shutoff*, or *Type Size* in the menu.



3. Press ENTER.
4. Press ▼ or ▲ to highlight a new setting and press ENTER to select it.
Press BACK to leave the setting unchanged.
5. Press CLEAR to return to the Entry screen.

Viewing a Demonstration or Tutorial

You can view a tutorial or a demonstration of this dictionary at any time.

1. Press MENU.
2. Press ► to select the *About* menu.
3. Press ▼ or ▲ to highlight either *Tutorial* or *View Demo*.
4. Press ENTER.

To stop the demonstration or exit from the Tutorial and go to the Entry screen, press CLEAR.

Finding Definitions

It's easy to look up a word in this dictionary. Simply type it in at the Entry screen.



1. Press .
2. Type a word (for example, *study*).
To erase a letter, press BACK.
To type a capital, hold CAP and press a letter key.
To look up a hyphenated word, type a space in place of the hyphen.
3. Press ENTER to view the definition.
4. Press ▼ or SPACE to scroll down through the definition.
5. Press NEXT or PREV to view the next or previous definition.
6. Press CLEAR to return to the Entry screen.

Correcting Misspellings

If you misspell a word, don't worry. It will be corrected automatically. You can even spell it phonetically. The OPD-540 corrects spelling based on U.K. English.

1. Type a misspelled word (for example, *chear*).
To erase a letter, press BACK.
2. Press ENTER.
If there is more than one word in the correction list, you see the list. If there is only one correct word, you go to the definition.

3. Press ▼ or ▲ to highlight a correction.
4. Press ENTER to view its dictionary entry.
To go back to the correction list, press BACK.
5. Press CLEAR when finished.

Finding Confusables®

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, CONF will flash in the upper right of the screen.

1. Type a word (for example, *rain*) and press ENTER.
 2. Press ?*.
- Confusables are displayed with identifying words.
3. Press ENTER to highlight the first word.

rain: precipitation
reign: rule
rein: harness

4. Press ▼ or ▲ to move the highlight to the word you want.
5. Press ENTER to search for a definition.
6. Press CLEAR to return to the Entry screen.

Finding a Letter in a Word

If you know how to spell part of a word, you can use MatchMaker™ to find words containing those letters by typing a question mark (?) in place of each unknown letter.



1. Press .
2. Type a word with ?'s (for example, st??y).
3. Press ENTER.
4. Press ▼ or ▲ to move the highlight to the word you want and press ENTER to view its definition.
5. Press CLEAR when finished.

► Word Finding Tips

You can also use ?'s to help solve crossword puzzles. For example, you can search for a five-letter word in which the second letter is **h** and the last letter is **w**. Enter ?h??w to see possible answers.

Finding a Series of Letters

You can also use MatchMaker to find prefixes, suffixes and other parts of words. To do so, type an asterisk (*) in a word. Asterisks stand for a series of letters.

Note: If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Type a word with an * (for example, *intra**).
To type an asterisk, hold CAP and press ?*.
2. Press ENTER.

intractabilities
intractability
intractable
intractably

3. Press ▼ or ▲ to move the highlight to the word you want and press ENTER to view its definition.
4. Press CLEAR when finished.

Highlighting Words

Another way to look up words is by highlighting them in dictionary entries or word lists. Then you can find their definitions, Confusables®, or add them to *My Word List*.

1. At any text, press ENTER to start the highlight.
To turn the highlight off, press BACK.
2. Press the arrow keys to highlight a word.

To ...	Press ...
define the word	ENTER
view Confusables	?*
add to <i>My Word List</i>	LIST

Using My Word List

You can save up to 40 words in *My Word List* for personal study or review.

Warning: All the words in *My Word List* will be erased if your batteries run out of power, or your OPD-540 is reset.

► Adding Words

1. Press LIST.
2. Press ENTER to select *Add a Word*.
3. Type a word and then press ENTER to add it.

► Adding Highlighted Words

At any text, you can highlight a word and add it to *My Word List*.

1. At text, press ENTER to start the highlight.
2. Use the arrow keys to highlight the word you want.
3. Press LIST.

Add "your word" appears in the menu.



4. Press ENTER to add the word.

► Viewing *My Word List*

1. Press LIST.
2. Press ENTER to select *View list: x word(s)*.

You see the word or words you added.

► Deleting One Word from *My Word List*

1. Press LIST.
2. Press ▼ or ▲ to highlight *Delete a Word* and press ENTER.
3. Press ▼ or ▲ to highlight the word you want to remove and press ENTER.

The message *Word deleted* appears on the screen and the word is removed from *My Word List*.

► Erasing *My Word List*

1. Press LIST.
2. Press ▼ or ▲ to highlight *Erase the List*.
3. Press ENTER.
4. Press Y to erase the entire list.

Press N to return to the *My Word List* menu without erasing the list.

► Adding Words Not Found in This Dictionary

When you add a word not in this dictionary, you are given two options: *Add Anyway* or *Cancel*. Select an option. Caution!! Adding words to *My Word List* not found in this dictionary uses considerably more memory than words that are. If you add only words that are not in the dictionary, *My Word List* may only hold as few as 10 words.

Storing Names & Phone Numbers

This product has a databank that can save as many as 50 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

► To Add an Entry to the Databank



1. Press .
2. Use ▼ to highlight *New Entry* and press ENTER.

NAME: 4
NUMBER:

3. Type a name and then press ENTER.

Each name can contain up to 30 characters, including spaces, with letters appearing as capitals.
Note: Accented characters are not supported in the databank.

To delete a character, press BACK. To edit, press



To Type...	Press...
a space	SPACE
a period	.

4. Use the numbered keys to type a phone number and then press ENTER.

To type a hyphen between the parts of a phone number, press J.

Note: You cannot type letters in a phone number.

► **To View the Databank**



1. Press .
2. Press ▼ or ▲, if needed, to see *View: # Entries (xx % free)* and then press ENTER.
3. To view a name, type it or use ▼ or ▲ to see the name you want.

► To Edit Databank Entries

1. Press  .
2. Press ▼ or ▲, if needed, to see *Edit Entry*, then press ENTER.
3. Type the name you want to edit, or use ▼ or ▲ to highlight it, then press ENTER.
4. Edit the Name field.
You can use BACK to delete characters.
5. Press ENTER to move to the number field.
6. Edit the Number field and press ENTER to save all changes.

To cancel the edit and return to the Databank menu without saving changes, press .

► Keep Copies of Important Data

Warning! Your databank information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. Always keep written copies of your important information.

► To Delete an Entry from the Databank

1. Press  .
2. Press ▼ to highlight *Delete Entry* and then press ENTER.

3. Press ▼ or ▲ to highlight the entry you want to delete.
4. Press ENTER.
5. Press Y to delete the entry or N to cancel the deletion.

► To Erase All the Databank Entries

Warning! This procedure permanently erases all the names and numbers in your databank.



1. Press .
2. Press ▼ to highlight *Erase All Data* and then press ENTER.
3. Press Y to erase all the entries or N to cancel the operation.

Using a Password

You can use a password to keep the information in the databank private. The password is requested when the unit is turned on and the databank is accessed.

Password Warnings

Warning! After you set the password, you must enter the password to access the databank for the first time during a session. Always record your password and keep it in a separate place.

If you forget the password, you must reset the unit to access the databank. Warning! Resetting the unit erases all user-entered information. Always keep written copies of your data.

If you do not have a reset button located on the back of your unit, remove the batteries, wait at least two minutes, and then re-install them. For battery instructions, see "Replacing the Battery".

If you have a reset button, use the end of a straightened paper clip to gently press the reset button.

If the unit does not reset after pressing the reset button, follow the above instructions for removing the batteries.

► Password Setup



1. Press .
 2. Press ▼ to highlight *Set Password* and press ENTER.
- ENTER NEW PASSWORD:**

█
3. Type a password and then press ENTER.
Your password can have up to 8 characters.
Retype your password and press ENTER to confirm.
 4. To test the password, turn the OPD-540 off and on



- again, press , type the password, and press ENTER.
5. To disable the password, repeat Steps 1 and 2 above, and press ENTER when *Enter Password* displays.

Playing the Games

► Selecting a Game



1. Press .
2. Use the arrow keys to move the highlight to the game you want.
3. Press ENTER to select it.

► Changing Game Settings

You can choose the skill level for a game.



1. Press .
2. Hold down CAP and press to highlight *Game Settings* and press ENTER.
3. Press or to highlight the setting you want.
4. Press or to highlight a new setting.
5. Press ENTER when finished to save the new settings.



Press to return to the Games list.

► Getting Help in the Games

During any game, you can read instructions by pressing HELP. In any game, except *Noughts & Crosses* and *Link Four*, you can get a hint by holding CAP and pressing ?* or reveal the game word or words by pressing ?*. Note: If you reveal the word or words, you lose the round.

Word Builder

Word Builder makes anagrams for you. Before you play, type letters you want *Word Builder* to build words from and press ENTER.

Word Builder shows the anagrams it has built.

To see the definition of a particular anagram, press ENTER. Use the arrow keys to move the highlight to the anagram you want. Press BACK to return to *Word Builder*.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #'s.

Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark or marks.

Anagrams

Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Type an anagram and then press ENTER. Use the arrow keys to view anagrams you've already entered. Hold CAP and press ?* to shuffle the letters in the selected word. Press ?* to end a round and reveal the words. Press ▼ or ▲ to scroll through the list of anagrams.

Press  to see the definition of the word.

Press BACK to return to *Anagrams*.

Word Train

In *Word Train*, you and the train take turns typing letters to form a word. Whoever types the last letter of the word wins. The winning word must be at least four letters long.

To view the letters you can type at your turn, hold CAP and press ?*. Press ?* to end a round and reveal the word.

To see the definition of the game word, press ENTER. Press BACK to return to *Word Train*.

Link Four

Link Four challenges you to connect four game pieces in any direction. You can play against the OPD-540 (*1 Player Link Four*) or with a friend (*2 Player Link Four*).

Use ► or ◀ to move your game piece to the post you want, then press ENTER. The game pieces are displayed to the right of the screen to show whose turn it is. The first player to link four game pieces wins.

Noughts & Crosses

In *Noughts & Crosses*, your challenge is to get three X's in a row before your opponent can get three O's in a row. You can choose to play *1 Player Noughts & Crosses* in which you play against the OPD-540 or *2 Player Noughts & Crosses* in which you play against a friend. Use the arrow keys to move your X to the spot that you want and then press ENTER. Then your opponent, either the computer or a friend, will place an O. The game ends when one side places three in a row or if there is a tie.

Spelling Bee

A word will flash on the screen for you to spell. Type in the word you just saw and press ENTER to see if you spelled it correctly.

Press ENTER to see the definition of the word or press SPACE for a new word.

Note: Because you cannot type accents, accented words from *My Word List* will not be used in *Spelling Bee*.

Press CLEAR when finished.

Flashcards

A word will be displayed on the screen for you to study or define.

Press ENTER to see the definition of the word or press SPACE for a new word.

Press CLEAR when finished.

Using the Calculator

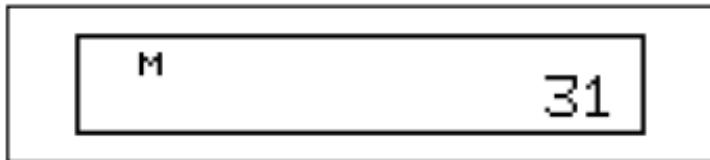
► Making Calculations



1. Press .
2. Type a number.
You can type up to 10 digits.
3. Press H(+), J(-), K(X), L(÷) to add, subtract, multiply, or divide.
4. Type another number.
5. Press ENTER.
6. Press CLEAR to clear the current calculations.

► Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.
2. To add the number on the screen to the number stored in memory, press X(M+). To subtract the number on the screen from the number stored in memory, press C(M-).



M indicates the number is stored in memory.

3. To retrieve the number from memory, press V(MR).
4. To clear the memory, press B(MC).

Using the Converter

The converter allows you to easily convert measurements and currency.

► Making Metric Conversions



1. Press until you see the Conversions menu.
2. Press to select a conversion category and press ENTER.
3. Press to highlight the conversion units and press ENTER.
4. Type a number after one of the units.
Press or to move between the lines. Press BACK to delete a number.
5. Press ENTER to convert it.
6. Press CLEAR when finished.

► Making Currency Conversions



1. Press until you see the Conversions menu.
2. Press CAP and then to highlight *Currency* and then press ENTER.

Rate:

Home:

Other:

3. Enter a conversion rate and press ENTER.
The rate should be in units of the other currency per one unit of the home currency (n other/1 home).

4. Enter an amount for the home or other currency.
Press ▼ or ▲ to move between the lines. Press BACK to erase a number.
5. Press ENTER to convert it.

Resetting Your OPD-540

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset.

Use a paper clip to gently press the reset button located on the back of the unit.

Warning! Pressing the reset button with more than light pressure may permanently disable your OPD-540. In addition, resetting the OPD-540 erases settings and user-entered information.

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key, ON/OFF, or by removing/replacing batteries.

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Model OPD-540 : Compact Oxford English Dictionary

- Batteries: one CR-2016 lithium
- Size: 9.35 x 10.2 x 2.5 cm.

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Contacts

Please have your product number (OPD-540) and date of purchase handy when you call to register. For U.S. customer service and technical support call 609-386-8997 or visit us at www.franklin.com. For U.K. customer service and technical support call 0800 358 5618, email us at info@franklin-uk.co.uk or visit us at www.franklin.com/uk.

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty.

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FCC Tested To Comply With FCC Standards

FOR HOME OR OFFICE USE

US Patents: 4,830,618; 4,891,775; 5,113,340; 5,203,705; 5,218,536.

Warning! If the batteries wear out completely, or if you take more than a few seconds while changing the batteries, any user entered information may be erased. You should always keep written copies of your important information.

Battery disposal: Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing used batteries.

Note: If the keyboard fails to respond or if the screen performs erratically, perform a system reset.

Warning! Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit erases settings and information you may have entered.

FCC Notice

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.
- NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.
- NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Limited Warranty (EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

Limited Warranty (outside U.S., EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

Limited Warranty (U.S. only)

LIMITED WARRANTY, DISCLAIMER OF WARRANTIES AND LIMITED REMEDY

(A) **LIMITED WARRANTY.** FRANKLIN WARRANTS TO THE ORIGINAL END USER THAT FOR A PERIOD OF ONE (1) YEAR FROM THE ORIGINAL DATE OF PURCHASE AS EVIDENCED BY A COPY OF YOUR RECEIPT, YOUR FRANKLIN PRODUCT SHALL BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP. THIS LIMITED WARRANTY DOES NOT INCLUDE DAMAGE DUE TO ACTS OF GOD, ACCIDENT, MISUSE, ABUSE, NEGLIGENCE, MODIFICATION, UNSUITABLE ENVIRONMENT OR IMPROPER MAINTENANCE. THE SOLE OBLIGATION AND LIABILITY OF FRANKLIN, AND YOUR EXCLUSIVE REMEDY UNDER THIS LIMITED WARRANTY, WILL BE REPAIR OR REPLACEMENT WITH THE SAME OR AN EQUIVALENT PRODUCT OF THE DEFECTIVE PORTION OF THE PRODUCT, AT THE SOLE OPTION OF FRANKLIN IF IT DETERMINES THAT THE PRODUCT WAS DEFECTIVE AND THE DEFECTS AROSE WITHIN THE DURATION OF THE LIMITED WARRANTY. THIS REMEDY IS YOUR EXCLUSIVE REMEDY FOR BREACH OF THIS WARRANTY. THIS WARRANTY GIVES YOU CERTAIN RIGHTS; YOU MAY ALSO HAVE OTHER LEGISLATED RIGHTS THAT MAY VARY FROM JURISDICTION TO JURISDICTION.

(B) **DISCLAIMER OF WARRANTIES AND LIMITATION OF LIABILITY.** EXCEPT FOR THE LIMITED WARRANTIES EXPRESSLY RECITED ABOVE, THIS FRANKLIN IS PROVIDED ON AN "AS IS" BASIS, WITHOUT ANY OTHER WARRANTIES OR CONDITIONS, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, OR THOSE ARISING BY LAW, STATUTE, USAGE OF TRADE, OR COURSE OF DEALING. THIS WARRANTY APPLIES ONLY TO PRODUCTS MANUFACTURED BY FRANKLIN AND DOES NOT INCLUDE BATTERIES, CORROSION OF BATTERY CONTACTS OR ANY OTHER DAMAGE CAUSED BY BATTERIES. NEITHER FRANKLIN NOR OUR DEALERS OR SUPPLIERS SHALL HAVE ANY LIABILITY TO YOU OR ANY OTHER PERSON OR ENTITY FOR ANY INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES WHATSOEVER, INCLUDING, BUT NOT LIMITED TO, LOSS OF REVENUE OR PROFIT, LOST OR DAMAGED DATA OR OTHER COMMERCIAL OR ECONOMIC LOSS, EVEN IF WE HAVE BEEN

ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR THEY ARE OTHERWISE FORESEEABLE. WE ARE ALSO NOT RESPONSIBLE FOR CLAIMS BY A THIRD PARTY. OUR MAXIMUM AGGREGATE LIABILITY TO YOU, AND THAT OF OUR DEALERS AND SUPPLIERS, SHALL NOT EXCEED THE AMOUNT PAID BY YOU FOR THE FRANKLIN PRODUCT AS EVIDENCED BY YOUR PURCHASE RECEIPT. YOU ACKNOWLEDGE THAT THIS IS A REASONABLE ALLOCATION OF RISK. SOME STATES/COUNTRIES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IF THE LAWS OF THE RELEVANT JURISDICTION DO NOT PERMIT FULL WAIVER OF IMPLIED WARRANTIES, THEN THE DURATION OF IMPLIED WARRANTIES AND CONDITIONS ARE LIMITED TO THE DURATION OF THE EXPRESS WARRANTY GRANTED HEREIN.

(C) WARRANTY SERVICE: UPON DISCOVERING A DEFECT, YOU MUST CALL FRANKLIN'S CUSTOMER SERVICE DESK, 1-800-266-5626, TO REQUEST A RETURN MERCHANDISE AUTHORIZATION ("RMA") NUMBER, BEFORE RETURNING THE PRODUCT (TRANSPORTATION CHARGES PREPAID) TO:

FRANKLIN ELECTRONIC PUBLISHERS, INC.

ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.



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Rev. A